

GAME BOY ADVANCE

AGB-AKLE-USA



INSTRUCTION BOOKLET

namco®



EVERYONE

Visit [www.esrb.org](http://www.esrb.org) or call 1-800-771-2722 for Rating Information.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT [WWW.ESRB.ORG](http://WWW.ESRB.ORG).



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.  
© 2001 NINTENDO. ALL RIGHTS RESERVED.

THIS GAME PAK WILL WORK ONLY WITH THE  
GAME BOY® ADVANCE VIDEO GAME SYSTEM.



# KLONK

Empire of Dreams



## CONTENTS

WHEN DREAMS BECOME NIGHTMARES .....	2
CHARACTERS .....	4
GETTING STARTED .....	6
CONTROLS .....	9
PLAYING THROUGH THE GAME .....	10
GAMEPLAY SCREEN .....	14
PAUSE MENU .....	16
CONTINUE SCREEN .....	17
ACTIONS .....	18
SPECIAL ACTIONS .....	20
OBJECTS .....	22
ITEMS .....	26
BADDIES .....	28
CREDITS .....	34

Produced by NAMCO LTD. © 1997, 2001 NAMCO LTD., ALL RIGHTS RESERVED.



## WHEN DREAMS BECOME NIGHTMARES

Where did I come from?

Where the blue winds blow...

Where am I going?

Where the white clouds flow...

So if I dream,

I'm sure to wake...

Klonoa and his best friend Huepow are always dreaming about adventure. But they never expected their daydreams to lead them astray in a strange land. Now they've been brought before the Emperor, and it's beginning to sound like they're in big trouble!

The Emperor is afflicted with an illness that prevents him from sleeping. He's unreasonably forbidden his subjects to dream, since he himself is denied that pleasure. To Klonoa's surprise, he discovers he's been arrested for the crime of dreaming!



"Why is it so wrong to dream?" he asks. Minister Bagoo is horrified. No one talks that way to Emperor Jilius!

For Klonoa's impudence, and for the "crime" of dreaming, Minister Bagoo prepares to lead the boy away to be executed. But the Emperor sees an opportunity to solve his own problem. He agrees to release Klonoa on one condition. If Klonoa can defeat the four monsters that are ravaging the Empire, then his execution will be canceled. But only if...

Klonoa and Huepow are released to begin their quest.

"Looks like we're in trouble now," Huepow says.

"Where IS this place?" wonders Klonoa.

"Let's take a look around. Maybe we'll find a clue,"

"You're right. Let's go!"

If only Klonoa and Huepow knew what dangers lay ahead...

## CHARACTERS

You'll come to know these main characters very well as you travel through the Empire of Dreams. You'll also meet many others who will aid you...or get in your way!

### KLONOA

Klonoa is a playful boy bubbling with curiosity. His special power is his ability to manipulate the wind.

By getting help from his best friend Huepow, Klonoa can intensify this amazing skill.

### HUEPOW

Huepow is an imp who dwells in Klonoa's magic ring. He helps Klonoa whenever he can.

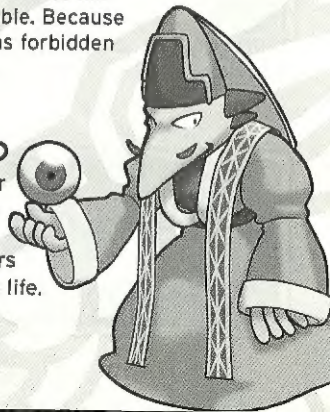
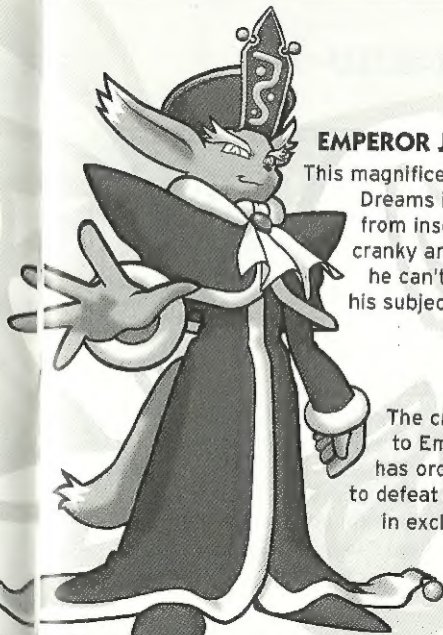


### EMPEROR JILLIUS

This magnificent potentate rules over the Empire of Dreams into which Klonoa has strayed. He suffers from insomnia, which makes him cranky and unreasonable. Because he can't sleep, he has forbidden his subjects to dream.

### BAGOO

The crafty Minister to Emperor Jillius has ordered Klonoa to defeat four monsters in exchange for his life.







## GETTING STARTED

1. Insert the KLONOA® Game Pak into your Game Boy® Advance and turn it on.
2. In a few moments the Title Screen will appear.
3. Press START to display the Mode Select Screen.



### MODE SELECT SCREEN

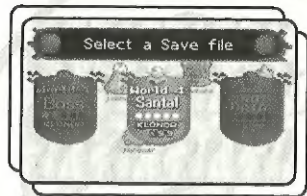
Press the + Control Pad ▲ or ▼ to choose a game mode. To play from the beginning, choose NEW GAME. To resume an old game, choose CONTINUE. Press START or the A Button to confirm your selection. This will take you to the File Select Screen.



### FILE SELECT SCREEN

Press the + Control Pad ◀ or ▶ to choose a Save File and press START or the A Button.

- If you chose NEW GAME on the Mode Select Screen, the game you play will overwrite any previously saved game. To continue, highlight YES with the + Control Pad and press START or the A Button.
- If you chose CONTINUE on the Mode Select Screen, you will now resume a previously saved game. To continue, highlight YES with the + Control Pad and press START or the A Button. Your progress will be saved automatically, overwriting the old file.





## THE AUTO SAVE FEATURE

KLONOA® has an Auto Save feature that automatically saves your game both during a Vision (Stage) and whenever you clear a Vision. You can resume saved games by choosing CONTINUE on the Mode Select Screen.

## CLEARING SAVE DATA

To erase all KLONOA® save data, hold down the L, R, A, and B Buttons and press the + Control Pad ▶ as you simultaneously turn the power on. Continue holding down all the buttons as the Game Boy® logo appears, until the screen to erase the save data appears. Highlight YES with the + Control Pad and press START or the A Button to erase all saved games.



## CONTROLS



+ Control Pad	Move Klonoa (Not used in Hover Board Stages)
START	Skip Story Screens Display Pause Menu
SELECT	Not used
A Button	Jump
B Button	Shoot
L Button	Rotate map (on Vision Select Screen)
R Button	Shoot Rotate map (on Vision Select Screen)

**Note:** These are default control settings. You can reassign the controls using the Button Configuration option in the Pause Menu (see page 16).

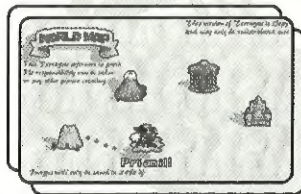
## 10 PLAYING THROUGH THE GAME

The Empire of Dreams has 5 Worlds, and each World has 8 Visions. Klonoa must use various skills to clear each Vision.

## WORLD MAP

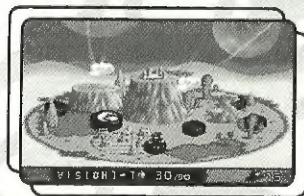
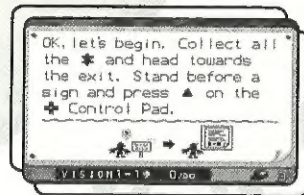
Start here by selecting the World you want to play in. You can select any World that has already been cleared. In New Games, only the first World is available. Other Worlds open up as you clear previous Worlds.

You clear a World by defeating its Boss. Even if all the Visions in that World have not been cleared, you can progress to the next World once you've overcome the Boss. You can return to the World as many times as you want in order to clear all the Visions.



## VISION SELECT

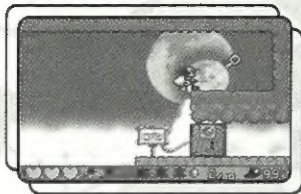
Before each Vision, a Mission Screen tells you what you must accomplish. As you clear each Vision, more Visions open up for you to try. You can replay cleared Visions without limit.





## PUZZLE STAGES

The goal for Puzzle Stages is to clear different challenging puzzles using items found in the Stage. For each Stage, you must collect 3 Stars to open the Moon Door.



## ACTION STAGES

Test Klonoa's powers in two types of Action Stages. In Hover Board Stages, you'll glide on a self-propelled hover board. In Athletic Challenge Stages, you make progress by overcoming obstacles.

Clear both types of Stages by reaching the goal.

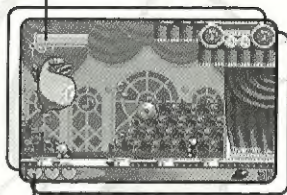


## BOSS STAGES

These Stages consist solely of battling the Boss characters. Shoot at a Boss's weak point with enemies you capture. Clear these Stages by draining the Boss' Life Meter at the top of the screen. Keep an eye on Klonoa's Life Meter – if it drains first, you'll have to try again.



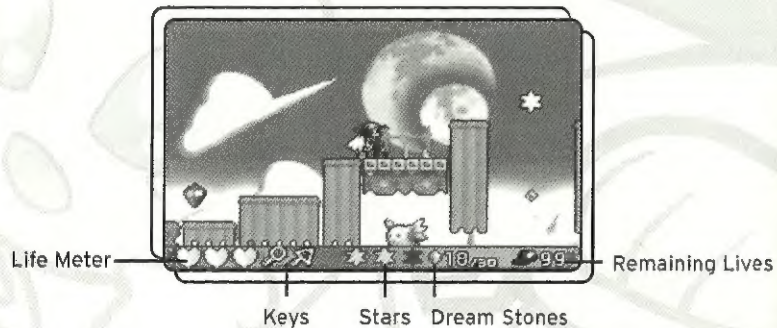
Boss' Life Meter



Klonoa's Life Meter



## GAMEPLAY SCREEN



Klonoa's adventure takes place on the Gameplay Screen. Use these guidelines to play through the Vision.

1. Getting touched by an enemy or falling into water or spikes will reduce Klonoa's Life Meter by one Heart. (You can collect more Hearts to restore the Life Meter.)
2. When Klonoa's Life Meter is used up, he is defeated. He can continue as long as he has Remaining Lives.
3. If you run out of Remaining Lives, the game ends. (You can collect 1 Ups to restore your Remaining Lives.)
4. Open locked doors using Keys that have a matching symbol.
5. Collect 3 Stars to open a Moon Door.
6. Clear a Puzzle Stage by going through a Moon Door.
7. Clear an Action Stage by reaching the goal.



## PAUSE MENU

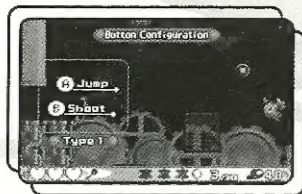
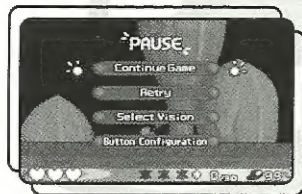
Press **START** during the game to pause and display the Pause Menu. Select a menu item with the **+** Control Pad and press the **A** Button to confirm your selection.

**CONTINUE GAME** – Resume the game. (You can also press **START** or the **B** Button to resume.)

**RETRY** – Restart the game from the beginning of the area you are currently playing.

**SELECT VISION** – Return to the Vision Select Screen.

**BUTTON CONFIGURATION** – Reassign the button controls by pressing the **+** Control Pad **←** or **→** to choose Type 1 or Type 2. Press the **A** Button to confirm your choice.



## CONTINUE SCREEN



The Continue Screen appears when Klonoa loses all of his Remaining Lives.

- Highlight **CONTINUE** and press **START** or the **A** Button to continue the game from the beginning of the Vision.
- Select **QUIT** to end the game.



### WHAT IF YOU CAN'T PROCEED?

Sometimes a mistake you make in solving a puzzle will prevent you from going any farther. If that occurs, select **RETRY** in the Pause Menu. Retrying does not reduce the number of Remaining Lives you have.

## ACTIONS

Klonoa is extremely athletic. His many moves give you lots of options for moving around the Visions and solving puzzles.

### MOVE

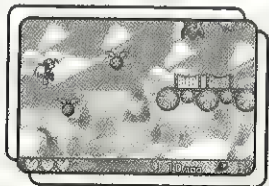
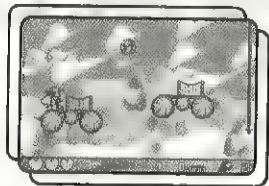
Press the + Control Pad ◀ or ▶.

Klonoa will move in the direction you press. When Klonoa is riding his hover board, the screen scrolls automatically, so you don't need to use the + Control Pad to move.

### JUMP

Press the A Button.

Klonoa will jump, even while carrying an enemy or a box.



### CLIMB UP AND DOWN

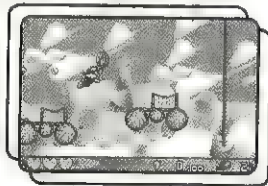
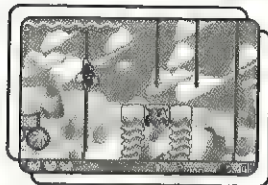
Press the + Control Pad ▲ or ▼.

Klonoa will climb up or down on ladders and ropes. Unfortunately, Klonoa cannot climb while he has his hands full with an enemy or a box.

### HOVER

Hold down the A Button while jumping.

Klonoa will flap his ears and hover in midair for a short time. While he's hovering, you can move him slightly to one side or the other with the + Control Pad. Klonoa's hovering ability doesn't work when he's carrying an enemy or a box.







## SPECIAL ACTIONS

### CAPTURING ENEMIES

Capture an enemy by firing a wind bullet at it. For some enemies, you'll need to jump to aim at them. You can then throw the captured enemy, which explodes when it hits a wall or another enemy. Try using captured enemies for other tasks such as moving objects.



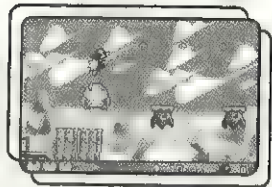
To capture an enemy:

1. Get close to an enemy and press the B or R Button to fire a wind bullet.
2. You will capture the enemy if the wind bullet hits it.
3. Press the B or R Button again to throw the captured enemy.



### DOUBLE JUMP

Use captured enemies to jump high! Your jumps will be twice as high because you're bouncing on top of the enemy. Then, you can attack another enemy with the same enemy you used as a trampoline.



To perform a double jump:

1. Capture an enemy.
2. Press the A Button to jump, then press the A Button again in midair.
3. When you perform a double jump, the enemy is kicked down. At this point you can capture another enemy and do yet another double jump.



## OBJECTS

You can collect various objects in the Visions. Plan how you'll use them to help you clear the area.



### BOXES

Boxes can be thrown, but they do not explode like enemies do. You can also use them as stepping stones.



### BOMB BOXES

Boomies can trigger Bomb Boxes, which explode in the direction of the arrow. Bomb Boxes can also be lined up as stepping stones.



### MAGNET BLOCKS

Throw Magnet Blocks against walls with matching patterns, and they will magnetically stick together. Magnet Blocks also have a use as stepping stones.



### WATERFALLS

Since Klonoa can't swim, waterfalls could be insurmountable barriers. Figure out how to stop them using enemies and Boxes.



### SWITCHES

Hit them with wind bullets or enemies to activate them. Then watch what happens!



### PRESSURE SWITCHES

To activate these special switches, stand on them or place an object on top of them.

**GOOMI**

Hit Goomis with a wind bullet to hang from them. Some Goomis are mobile.

**ARROW PANELS**

Bounce an object or enemy off an Arrow Panel, and the projectile will go flying in the arrow's direction. Use a wind bullet to change the direction of blue arrows.

**SPRINGS**

Press the A Button as you step on a Spring for a high jump. Timing is everything.

**SCALES**

Stand on one side of a scale to raise the other side. Use them as stepping stones.

**FOUNTAIN FOOTHOLDS**

These bubbling geysers rise and fall with water power. Time your jumps to hop across them.

**DOORS**

Only the correct number of Stars can open Moon Doors. Key Doors can only be opened with Keys having matching symbols.





## ITEMS

These are a few of the items that you can collect during your adventure. They may be hidden in unexpected places, so be sure to search each Stage thoroughly. See what other items you can find – and discover what they do.



### STARS

With three of these in hand, you can open a Moon Door. They are key items in the Puzzle Stages.



### KEYS

They open Key Doors. Be sure to pair each door with its corresponding Key by matching up the symbols.



### DREAM STONES (small)

Collect all of these small stones for a special surprise.



### DREAM STONES (large)

Each one of these big stones is worth 5 Dream Stones.



### HEARTS

When you collect a Heart, Klonoa's Life Meter recovers by one level.



### 1 UP

Each 1 UP you collect adds another life to Klonoa's Remaining Lives.

## BADDIES

These cute yet bothersome characters stand in the way of your progress. You'll earn points by defeating these mischief-makers. Some of them are even useful, for example, for double jumps. Keep in mind that dealing with them is essential to clearing the Stages.

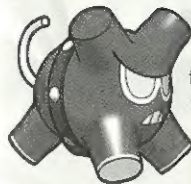


### MOO

They waddle along paths, seemingly oblivious to the world. They should be easy to catch, since they move so slowly.

### FLYING MOO

These airborne Moos are as cute as their earthbound cousins, but not as slow.



### BOOMIE

Once you pick up a Boomie, a countdown starts. Throw the Boomie like any other Baddie, and nothing will happen to you. But if you're still holding it when the countdown reaches 0, the Boomie will explode!

### MOO BOARDER

These Moos speed through the sky on Hover Boards. They appear in the Action Stages.



**SPIKER**

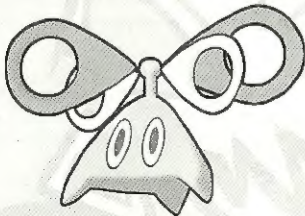
Nothing can hurt these guys. Try to get around them without getting injured.

**GLIBZ QUAD CANNON**

This enemy sprays rapid rounds of bullets. Wait for your chance when it stops firing.

**TETON**

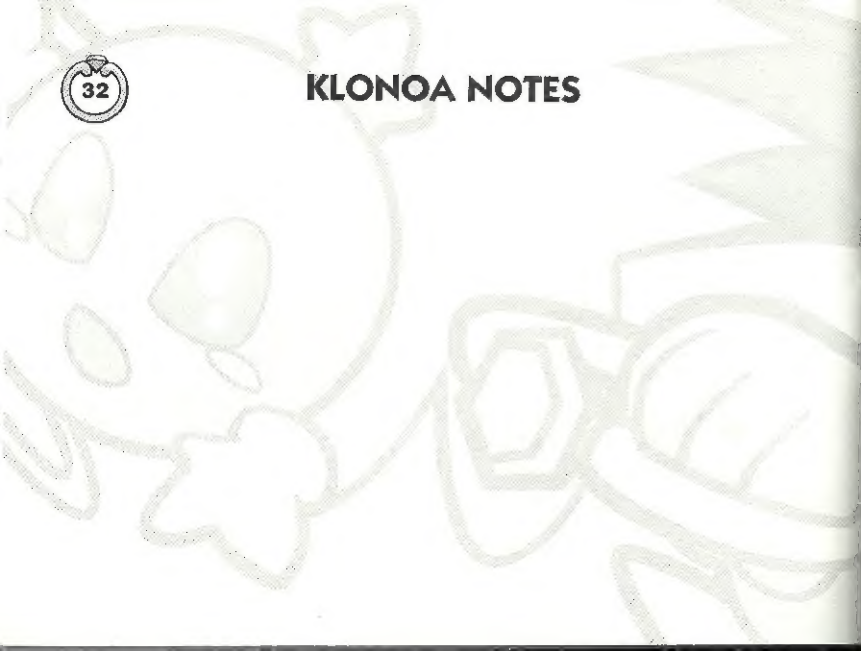
This enemy floats in midair, so hit it with a wind bullet to catch a ride.

**KLONOA NOTES**

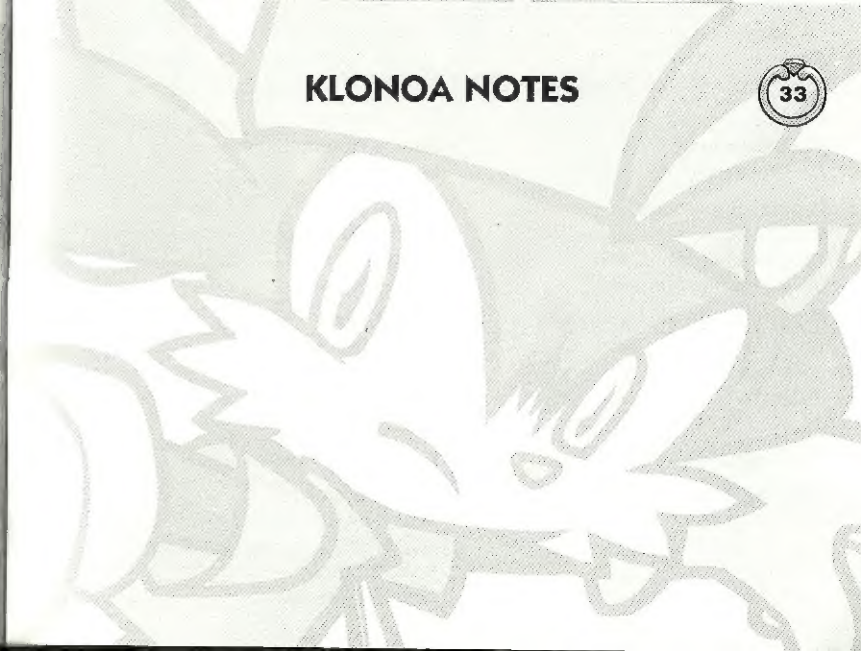




## KLONOA NOTES



## KLONOA NOTES





NAMCO HOMETEK INC.  
2055 Junction Avenue  
San Jose, CA 95131  
[www.namco.com](http://www.namco.com)

PRINTED IN JAPAN